

Hoosier Archives was originally a periodic listing of the Diplomacy archives of Walter Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, Postal Diplomacy Congress, and V-P/Treas., International Diplomacy Association. It is now primarily a Diplomacy gazette devoted to articles on good play, demonstration games such as the Multiple Winners Invitational (1972CR) now in progress, rating systems and game news. Information from the archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing. (See the last archives listing in Hoosier Archives #53 for zines needed.) Many original spares are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is 13/\$2.00 or 6/\$1.00; back issues are 15¢ apiece (20% discount for all available). Ask for #87 to get a list of all articles through #90. This is Albatross Press publication #97.

MULTIPLE WINNERS INVITATIONAL (1972CR)  
(Average Aces Trophy Game)  
Fall 1901

NAUS BELIEVED TO BE FOURTH IN HISTORY TO DOUBLE AUSTRIAN CENTERS THE FIRST YEAR!

Will Germany and England dance  
On the dismal grave of France,  
Or will France and England make  
The deadly Cherbourg Fake  
While Russia gets the lance?

AUSTRIA: (Naus)	A Bud-Rum, F Alb-Gre, A Ser S F Alb-Gre. Owns: Bud, Tri, Vie, <u>Rum</u> , <u>Bul</u> , <u>Gre</u> (6). Build 3.
ENGLAND: (Mc Callum)	A Wal-Bel, F Eng C A Wal-Bel, F Nth-Nwy. Owns: Edi, Liv, Lon, <u>Bel</u> , <u>Nwy</u> (5). Build 2.
FRANCE: (Birsan)	F Mid-Por, A Mar-Spa, <u>A Bur-Mun</u> . Owns: Bre, Mar, Par, <u>Por</u> , <u>Spa</u> (5). Build 2.
GERMANY: (Prosnitz)	F Den H, A Kie-Hol, <u>A Ruh-Mun</u> . Owns: Ber, Kie, Mun, <u>Den</u> , <u>Hol</u> (5). Build 2.
ITALY: (Beyerlein)	A Ven H, A Apu-Tun, F Ion C A Apu-Tun. Owns: Nap, Rom, Ven, <u>Tun</u> (4). Build 1.
RUSSIA: (Ver Ploeg)	F Bot-Swe, A Gal-Rum, <u>A Ukr-Sev</u> , <u>F Sev-Bla</u> . Owns: Mos, StP, Sev, War, <u>Swe</u> (5). Build 1.
TURKEY: (Iakofka)	A Bul S Austrian A Bud-Rum, <u>F Ank-Bla</u> , <u>A Arm-Sev</u> . Owns: Ank, Con, Smy, <u>Bul</u> (4). Build 1.

Winter 1901 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 16 September 1972. Remember that this is only one week away. Builds should be sent by return mail.

Note that John McCallum's correct zip code is TOJ 2N0.

ANNOUNCEMENTS: The following information from Dick Vedder (SUPO Box 9364, Tucson, Ariz. 85720) is important to those of you interested in variants: "I have finally completed work on my ratings system for variants, called VEGA (Variant Equation Games Analysis). It appears in a special pub., El Dorado. The first 3 issues (each 10 pages) are out. There are 2 ratings charts--1 composite and 1 for each separate variant I rate. Complete game summaries are included where not available elsewhere. #1 also includes an up-to-date list of Miller numbers and a list of all games which have been given numbers (including where played and current status, if known). Subs are 25¢ each or 4/\$1.00."

MEETINGS  
Spring 1901 (cont.)

OXFORD (1 February 1901): "Praise God, now, for an English war --  
The grey tide and the sullen coast."

SEVASTOPOL (3 April 1901): The Black Sea is no longer Black. Rather, it seems to be covered with a slimy yellow scum which deadens the Sea and pollutes the beaches beyond the description which words can impart. The odors which arise from the scum are only exceeded by the reeks which accompany the person of the Turkish Ambassador as he jowneys on his puerile voyage into the Sea, attempting to make some headway. Special Russian teams, armed with chemical protections and seven-foot propylactics which fit over their heads, are being prepared to save the only thing worth having in Turkey--the Opium fields. Naturally, you will understand that we have to get there before we can start picking.

ANKARA (18 April 1901): Is Naus really playing? Does he know how to write a letter? Does he really negotiate? Does he expect us to call him? (Only Ver Floeg has enough money for that!) Why pay \$7.50 if you don't write, Hal? Are you masochistic? Do you want to win a Conrad von Metake Austrian Merit Award?!

CONSTANTINOPIE (5 May 1901): Thanks for the super country, Carol? (After all, you said you wouldn't take brickbats.) Down with Baba Yaga! Put the Cow Pastures to the scythe!

COW PASTURES (6 May 1901): You're welcome, Len. I just knew you'd appreciate your fine country! The cows do their own mowing, thank you anyway.

Fall 1901

PARIS (7 October 1901) (IDE): In a subdued birthday celebration, Madame Edythe Birsane the First, dressed in her family colors (black with sparkling red highlights), discussed the present critical situation with her new advisor, Lord-Prince Hamlet:

"'Tis an evil wind that blows off the northern shores, mi'lady."

"There can be no doubt that there is something wicked about the English sails. Let us ponder on the origin of such a move till its very genus rings clear in the classification of rationality. For what could motivate such action, given the rather warm reception we have received in the Spring letter of correspondence?"

"Ay, mi'lady; then there is no doubt that the wind which sets the English about this present course of mutual destruction does not flow from Scottish highlands of the fields of Derry BUT from the low fields of black Germany. There we shall find the gene that has caused this mutation of our relations with the English and there we must strike to prevent the cancerous growth of this breeze of distrust. For what is man to toil in his plentiful labors for if such storms of discontent are allowed to spread about the very enemy of such peaceful co-operation with one another? If in this mission, for which we will receive little thanks in this world, we fail, then let it be said that the loss was not from spirit or courage but the failure of all men to realize their dangers and to act on them. We have transcended the pale boundaries of France's existence and have entered a great plain of combat against the evil admist ourselves. To this we must call our brethren to battle for 'tis not a question of to be or not to be...."

"Hold still, my prince of the north, let us not waste words when there is a call to action. We can either strike now in the Fall or wait to receive the blow that must come from them in the following Spring. My own soul counsils me to not wait while dealing with such matters and to strike before the enemy has struck and thus save us time and respect."

"With this I most assuredly agree, me'lady..."

"Fine, now for the defense of the coast. As a Sea Prince, what would be your advice?"

"Blasted be the devil, mi'lady, there is but one course to risk, leave the jewel on the table hoping the thief will only search the confines of the safe. Send the fleet to secure the south and send an emissary with clean airs to the English captains."

"Excellent, though I fear for the coast, vengeance must wait till a later time when the borders are not so threatened by shadows upon the wind."

So it was that in the Fall of 1901, the French forces braced for stunning set-backs as they sought to turn a present foe aside by showing him the company of his acts. Yet, braced as they are for set-backs, hope is high amongst the desperate, for only they truly need it.

ANKARA (30 September 1901): The Fall of the House of Ver Plug, Chapter 2: I left the small tavern and traveled, though after midnight, the last few leagues to the Ver Plug mansion,

Bontasio. As I approached, a loud "splat" was heard emanating from some underground cavern beneath the stately old building.

The Ver Plug estate was blessed by fertility in its fields and in its domestic stock. The valley in which it was located was a deep gorge that provided shelter from severe winds and produced a growing season weeks longer than the surrounding estates. This prosperity of chance made the Ver Plugs rich, even by London standards.

The spired 69-room mansion rose upon a man-made knoll at the far end of the valley. As I ascended the 150 foot hill, I noticed a creeping chill and an increase in the winds and darkness. The loud "splat" brought my blood to a near boil. What a fool I was to try and gain entry at one in the morning, I thought. Yet when I knocked, my call was quickly answered by a gronish butler who might have been 100 years old. I was amazed that he replied to my call so quickly as his rate of movement was that of a slow snail. Under his arm was a book on "Puppetry"--a strange subject for a butler I thought to myself.

"Is your master about?" I inquired.

"Yes, he is," crackled the old gnome. "He and his sister, (the old bag), are in the den. I'm Douglas, you Lordship. Is it my pleasure to announce Sir William Leonard?"

"Yes, Douglas, you may announce me as such," I said, somewhat surprised.

We moved to two large doors. Douglas opened them with difficulty, dropping his book on the waxed floor. The crash of the volume acted as announcement and Brenton Ver Plug sprang from his fireside chair to greet me.

"Glad you could come, my dear William. Suzanne and I are in need of your help!" said Ver Plug as he shook my hand.

"Suzanne, my dear, it's William," Brenton introduced as he took my arm and led me to the fireside.

"So it is!" came a shriek, and Suzanne jumped from her chair and greeted me with a grotesque expression on her drawn face and with a hideous gesture of her gaunt arms. She stood there as if ready to pounce upon me if I made the slightest move.

"It's her former husband, Lee LaCupcake, who's done this to her. She's literally mad for him. Between her hunger for him and what's in our dungeon, well....."

What is in Ver Plug's dungeon? Is it Baba Yaga? Is it the ghost of Christmas past? If you care, tune in next time to Another Man's Sister, or Sibling Horror.

COW PASTURES (3 October 1901): Rumors here are that the Poderkaggian Ambassador, Sir Rodney Glover (or is it Lover?), has been seen nightly entering the boudoir of the infamous Byzantine Empress Theodora (former circus and dancing girl). All communiques should be addressed to Sir Rodney there.

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ANALYSIS (Spring 1901): Rick Brooks, (R.R. 1, Box 167, Fremont, Indiana 46737; comments are invited).

First, a statement of policy. It is not my purpose to predict moves, but to try to show what would be the best move or moves and why under differing conditions. I try to keep personalities out of my analysis. For the record, I've only played with Len Lakofka and Brenton Ver Ploeg. I dislike Lakofka. While I suspect that Brenton had a hand in my losing SCC on the final move season (I can still see the move I should have made), I bear him no ill will. I'm rather neutral on the rest. Gene Prosnitz did pull a neat maneuver in the Grudge Game, and I tend to rate him highly for that.

Gene, after being jumped on by all his neighbors in the Grudge Game, now has almost the opposite experience in this game. France supporting himself into Burgundy looked to be the start of a move against Germany. (It could have had the purpose of blocking Germany out of Burgundy and putting a unit on Belgium. FA Marseilles to Burgundy and FA Paris to Picardy would have left France unable to move into Spain with his army.)

But England has apparently committed himself to an attack on France by taking the English Channel and moving EA Liverpool to Wales. Russia has moved south...and has run into Turkey. A German venture on his part is rather improbable. Austria was even nice enough to move AA Vienna away from Germany.

So Germany looks to be in good position. GA Ruhr to Belgium, GA Kiel to Holland and GF Denmark holds could get him three centers as France and England will probably not care to get Germany in on the other side by bothering him. If France takes Munich, German builds of GA Kiel and GA Berlin could kick him back out. France could move FA Burgundy to Munich and

FA Marseilles to Burgundy. But if CA Ruhr blocked Munich, France would stand a good chance of getting no builds.

France and England could be trying something tricky, but it does call for Birsan being very trusting. Since Russia seems to be in a bind in the south, England might risk EF North Sea to Holland. EF English Channel (C) EA Wales to Belgium and FA Burgundy to Munich would hold Germany to one build and could leave him with none. But if Germany lost Munich, he would have blocked both Belgium and Holland, leaving England without a build, too. So FA Burgundy (S) EA Wales to Belgium would be better. Especially if France promised Germany that FA Burgundy wouldn't move to either Munich or Belgium.

EF North Sea to Norway, EF English Channel (C) EA Wales to Belgium, FA Burgundy (S) EA Wales to Belgium, FA Marseilles to Spain, and FF Mid-Atlantic to Portugal would concede two builds to Germany. This move set also gives France and England each two builds. Two English fleets could pressure Germany along with a build-up of French armies.

Since England is probably going after France, France has a decision to make. FA Marseilles to Spain gives him a build (IA Venice to Piedmont would have been bad news). FF Mid-Atlantic to Portugal would give him another if England didn't take Brest and at least hold France even at four units. Since England doesn't want Brest open for a build, he may risk leaving it open on the theory that France won't risk leaving it open. A convoy into Picardy would give England two units on Brest in the spring and force France to build FA Paris if Brest wasn't open. FA Burgundy to Picardy would block an English move for position.

Austria holds the key to what is happening in the southeast. AA Vienna to Budapest is an interesting move. He could have blocked Galicia, then been in position to block Trieste in the fall. AA Vienna holds would have allowed AA Vienna and AA Serbia to block Budapest in the fall. Moving to Budapest gives him a second unit on Rumania. If he is allied with Turkey, AF Albania to Greece, TA Bulgaria and AA Serbia (S) AA Budapest to Rumania, TF Ancona to Black Sea and TA Armenia to Sevastopol would be good moves. Since Austria may have a guessing game with Russia over Vienna, he might as well get another center and hope that Russia thinks he is still neutral.

Italy could be a major worry. IA Venice to Trieste and IF Ionian (C) IA Apulia to Greece would mean that Austria would need to use all his units to take Greece and block Trieste. Combined with RA Galicia to Vienna, this would leave Austria without a build unless TA Bulgaria (S) AF Albania to Greece. However, Italy is likely to play for the sure build and convoy into Tunis. This could be combined with a stab at Trieste.

If Austria is allied with Russia, he is trusting. AA Serbia (S) AF Albania to Greece, AA Budapest (S) RA Galicia to Rumania, RF Sevastopol to the Black Sea, and RA Ukraina to Sevastopol would only risk Trieste and keep Turkey out of the Black Sea. Since Turkey is unlikely to bother Greece, AA Serbia (S) RA Galicia to Rumania and AA Budapest to Trieste might be better.

Poor Italy has been left out...to pick and choose. It is possible that Russia and Turkey are being subtle and getting ready to go after Austria. If so, it would have done them more good to neutralize the Black Sea so that Turkey could have a fleet in the Aegean Sea by fall. So if Italy attacks Austria, he will probably find himself in a two-on-two dogfight. If England and Germany carved up France in a hurry, this could prove troublesome. If Italy goes after Turkey, he runs the same risk or that of being third man in a three-way split where the other players are better situated to gain territory.

Italy could go after France. IF Ionian to Tunis, IA Venice to Piedmont, and IA Apulia to Venice and a build of IF Naples would allow him to put fleets into the Western Mediterranean and the Tyrrhenian. He would still risk being a poor relation in a three-way alliance but his defensive position (assuming the good-will of Austria) would be better. If Austria and Turkey are ganging up on Russia, an alliance between Italy, Germany and Russia could be fruitful. Assuming also an English-French deadlock, Italy would be in good position as Germany and Russia would be natural rivals after the fall of Austria and Turkey.

Poderkagg is in the best position as it can only be reached by hot air in its unnatural defensive position. ((Where are you, Rodney?!))

**INTERNATIONAL DIPLOMACY ASSOCIATION:** For information on how you can join this rapidly growing service organization, write the Membership Chairman, Steve Bell, at 5605 Virgilwood Drive, Greensboro, N.C. 27409.

Len Lakofka, our tactics expert, is back again with another article on alliances. We can see, therefore, that he has a lot more in his bag of tricks than just tactics. Now let us watch the Multiple Winners Invitational and see how he puts all this to use!

THE "INTERIOR"—OR LET'S HAVE IT FOR THE AUSTRO-TURKISH ALLIANCE  
by Len Lakofka

In a "classic" game of Diplomacy, the Belgian Sector (all spaces adjacent to Belgium) and the Balkan Sector (all spaces adjacent to Serbia, Bulgaria, Greece and Rumania) are the scene of 2:1 battles in a struggle to reach middle game. Because of the intensity of this struggle, Scandinavia, "the Wasteland" (Piedmont, Tyrolia, Silesia, Prussia, Livonia), and the Italian boot are usually not the scene of intense battle until 1902 or 1903—at the earliest. Thus, Italy is faced with a single-front campaign versus an eastern power or versus France (France can let Italy escape to the Mid-Atlantic, which is the subject of another article). Italy may select the now-accepted standard A Ven H, A Rom-Apu, F Nap-Ion. This can convert to a "Lepanto" or a western drive or an anti-Austrian campaign.

All of this prelude is for a situation when Italy decides on a striking anti-German or anti-French policy! E.G., A Ven-Tyr, A Rom-Tus (?), F Nap-Ion or A Ven-Pie, A Rom-Tus, F Nap-Tyr. When Austria knows this will happen, he can make a dynamic opening, in league with Turkey, versus Russia. Russia is told, by Turkey, of the fear of a "Lepanto" or that he wishes to ally and would like to neutralize the Black Sea. You hope Russia will play F Sev-Rum, A Mos-Ukr, A War-Gal. The other Russian openings are F Sev-Bla, A Mos-Ukr, A War-Gal or A War-Ukr, A Mos-Sev, F Sev-Rum. The alliance plays: A Bud (S) A Vie-Gal(!), F Tri-Alb, F Ank-Bla, A Con-Bul, A Smy-Arm. (This occurred or may be occurring in Maisons Danger-euses Novice Game #1.)

Now, if Russia has played as indicated, he is in War, Ukr and Rum and he loses Rum and Sev via: A Gal-Ukr, A Bul (S) Aus A Bud-Rum(!), A Arm (S) F Bla-Sev. This bypasses Serbia in 1901 but destroys Russia as a consequence. Austria can move to Serbia but Rumania and Sevastopol may not fall if Russia has moved in other ways. Rumania—at least—always goes to the alliance and Turkey still picks up the Black Sea. Also, Austria is in Galacia in Fall 1901—a powerful place to be. Building an A Tri and A Bud for Austria and F Smy and F Con (!) for Turkey allows for other play in 1902. Three fleets versus Italy's 2! Note Serbia can remain open through 1902 and Austria can build F Tri(!) for an all-out blitz of Italy! With Russia on the skirts, he will be in poor position to counter you in the south and/or aid Italy.

Postscript to the "Interior": The "Ruse"—A French-Italian Alliance?! Oh, come on now, Lakofka, you must be crazy! Yet, how about this gem! Spring 1901: Italy—A Ven-Pie, A Rom-Tus, F Nap-Tyr; France—A Mar-Spa, F Bre-Mid, A Par-Bur. Fall 1901: Italy—A Pie-Mar, F Tyr (C) A Rom-Tun, Build F Nap; France—A Spa-Mar, F Mid-Por, A Bur-Bel, Build F Bre, F War. (We assume a proper French-German atmosphere for France to capture Belgium.)

Now, Spring 1902: France—F Por-Mid, F Bre H, F Mar-Lyo, A Spa-Mar, A Bel does some-thing; Italy—F Tyr-Wes, A Tun-Naf, F Nap-Tyr, A Pie-Mar. And in the Fall of 1902: France—F Mid-Iri!, F Bre-Eng, F Lyo-Spa(SC), A Spa-Gas, A Bel does something anti-English or anti-German!!; Italy—F Wes-Mid!!, F Tyr-Wes, A Naf gets ready for convoy to Wales!, A Pie-Tyr!!

VISIT TO THE ARCHIVES NO. 9

Last night when I got home, I was pleasantly surprised to find none other than the re-nowned Charles Reinsel. We had a great time talking about the early years of the postal hob-bey and all of Charles' famous feuds. Charles, along with Charles Turner, was the first to crack the famous "Eric Blake" Hoax. He entered the hobby in 1965 and in February 1966 began publishing Big Brother, probably the best gamezine ever published and one of the 5 Dippy zines to ever reach 100 issues. It always came out promptly with 13-day deadlines and, with 12 games completed, was no doubt freer of adjudication errors than any zine ever. (By the way, Charles may start publishing again soon and a boon to the hobby this would be indeed.) Dur-ing the course of the evening I, of course, showed him the archives and then was lucky enough to beat him in a game of chess. Charles is a good player though and plans to get his revenge on John McCallum soon, whom he hopes to visit. All in all, it was a fun visit for us.





Metres	1000	2000	3000	4000	5000	6000	7000	8000	9000	10000
Fathoms	100	200	300	400	500	600	700	800	900	1000

**Diplomacy**

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— National boundaries and bodies of water.  
— Provisional boundaries and bodies of water.  
— Provisional boundaries and bodies of water.

Map was Copyrighted by Allen B. Calhoun in 1989.

FOLLOW THE ACTION!  
(The McCallum System of Notation)

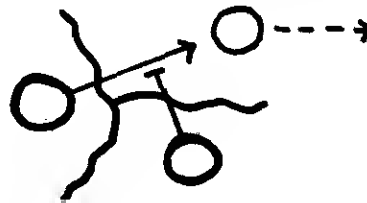
For ease in following the current demonstration game, a Diplomacy map is reproduced on the reverse side by permission of John Moot, the President of GRI. Incidentally, DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118. GRI sells the game for \$8 and the 1971 Rulebook for \$1.

To best follow the game and hopefully learn something from it, since it is being played and analyzed by experts, I would like to suggest to you the use of a recording system that was first proposed to me by John McCallum.

First of all, you will need seven crayons in the following colors: red (Austria), purple (England), blue (France), black (Germany), green (Italy), brown (Russia), and yellow (Turkey).

Now to use the McCallum system, you take this map, which is provided with each of the spring and fall seasons, and record the armies with a circle of the appropriate color and the fleets with a line. For the winter season, simply take the fall map and make square brackets around a unit built and round brackets around a unit removed.

Also, a good way to go from one season to another is to indicate an attack with an arrow and a support with a line and bar as illustrated. Additionally, an unsuccessful order or retreat can be indicated by a dotted line.



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INFORMATION SOURCES AND/OR GAME OPENINGS

The following persons publish Diplomacy 'zines that are especially recommended as sources of general information and/or occasional game openings:

1. Edi Birsan, 48-20 39th Street, Long Island City, N.Y. 11104
2. John Boardman, 234 East 19th Street, Brooklyn, N.Y. 11226
3. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013
4. Burt Labelle, 146 Elm Street, Saco, Maine 04072
5. Len Lakofka, 4970 N. Marine Drive, Apt. 525, Chicago, Ill. 60640
6. John McCallum, PO Box 52, Ralston, Alberta, Canada T0J 2R0
7. Chris Schleicher, 5122 W. Carmen, Chicago, Ill. 60630
8. Brenton Ver Ploeg, 520 Parker, #202, San Francisco, Calif. 94118
9. Conrad von Metzke, Grendel Press, PO Box 8342, San Diego, Calif. 92102
10. Rod Walker, 4719 Felton, San Diego, Calif. 92116

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